



# 6. Introducing jQuery Effects and Animations

Client-Side Web Programming

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# 0.- Effects and Animation

- jQuery provides several techniques for adding animation to a web page.
- These include simple, standard animations that are frequently used, and the ability to craft sophisticated custom effects.
- These methods can take extra parameters:
  - Speed: time that takes the animation in ms or predefined strings like slow or fast.
  - Callback: a function to run some code when the animation has finished.



# 1.- Showing and Hiding Elements

- We can show or hide elements suddenly or at a certain speed:

Method	Description	Example
<code>show(speed,callback)</code>	Shows the selected elements	<code>\$("#div").show("slow");</code>
<code>hide(speed,callback)</code>	Hides the selected elements	<code>\$("#p").hide(1000);</code>
<code>toggle(speed,callback)</code>	Toggles between the hide() and show() methods	<code>\$("#ul").toggle();</code>



## 2.- Fading Elements

- We can fade in or out elements completely or until a specific grade of opacity.

Method	Description	Example
<code>fadeIn(speed,callback)</code>	Fades in a hidden element (shows gradually)	<code>\$("#div1").fadeIn(2000);</code>
<code>fadeOut(speed,callback)</code>	Fades out a visible element (hides gradually)	<code>\$("#div2").fadeOut("fast");</code>
<code>fadeToggle(speed,callback)</code>	Toggles between the fadeIn() and fadeOut() methods	<code>\$("#div3").fadeToggle();</code>
<code>fadeTo(speed,opacity,callback)</code>	Allows fading to a given opacity (between 0 and 1)	<code>\$("#div4").fadeTo("slow", 0.6);</code>



# 3.- Sliding Elements

- Sliding is another way to show or hide DOM elements. It slides elements up and down.

Method	Description	Example
<code>slideDown(speed,callback)</code>	Slides down an element	<code>\$("#div1").slideDown("slow");</code>
<code>slideUp(speed,callback)</code>	Slides up an element	<code>\$("#div2").slideUp(3000);</code>
<code>slideToggle(speed,callback)</code>	Toggles between the slideDown() and slideUp() methods	<code>\$("#div3").slideToggle();</code>



## 4.- Create your own animations

- jQuery allows us to perform a custom animation of a set of CSS properties.
- The animate() method changes an element from one state to another with CSS styles.
- The CSS property value is changed gradually, to create an animated effect.



# 4.- Create your own animations

- `animate({parameters}, speed, easing, callback)`
  - Parameters: CSS properties of the elements to animate. The names must be camel-cased (`marginRight`, `borderLeft...`)
  - Speed: duration in ms, slow or fast
  - Easing: speed at which the animation progresses at different points of itself.
    - Linear: moves slower at the beginning/end, but faster in the middle
    - Swing: moves in a constant speed (default value)
  - Callback: function to be executed when the animation is complete.



# 4.- Create your own animations

- **animate() requirements and conditions:**
  - Only numeric values can be animated (like " width: '400px' ").
  - String values cannot be animated (like "background-color:blue")
  - Only the strings "show", "hide" and "toggle" are allowed.
  - It's possible to define relative values, by putting += or -= before the value.
  - To manipulate the position of an element first set the CSS position property of the element to relative, fixed, or absolute!
  - Color animation is not included in jQuery!!!



# 4.- Create your own animations

- `animate()` examples:

```
$("div").animate({  
    left: '250px'  
});
```

One property

```
$("div").animate({  
    height: 'toggle'  
});
```

Using "show", "hide", or "toggle" as value

```
$("div").animate({  
    bottom: '150px',  
    height: '+=200px',  
    width: '+=200px',  
    opacity: '0.25'  
}, "slow", "linear");
```

Multiple properties  
Relative values  
Speed & Easing

```
$("div").animate({fontSize:'2em'}, 2000, function() {  
    alert("The Font size has changed");  
});
```

Callback function

```
$("div").animate({fontSize:'2em'}, 2000);  
alert("The Font size will change when you close this");
```

Without Callback function



# 5.- Queuing animations

- What would you expect to happen if you were executing the following code?

```
$(".test").animate({left: '+=256px'}, "slow");
$(".test").animate({left: '+=256px'}, "slow");
```

The .test element will move...

- A. 256px to the right and stop
- B. 256px to the right, stop and then 256px to the right again and stop
- C. to the end of the screen and fall off the browser



# 5.- Queuing animations

- In jQuery we can use queue functionality for animations.
- If we write multiple animate() calls after each other, an "internal" queue is created, running the animate calls ONE by ONE.

```
var div = $("div");
function startAnimation(){
    div.animate({height: '300px'}, 'fast');
    div.animate({width: '300px'}, 'slow');
    div.animate({height: '100px'}, 'fast');
    div.animate({width: '100px'}, 'slow', startAnimation);
}
startAnimation();
```

Callback function  
Queue functionality

- This div will increase its height and then its width.
- After that, it will decrease its height and then its width.
- To finish, the animation will start over and over.



# 5.- Queuing animations

- Run the following code...

```
console.log(1);
$(".test").animate({left: '+=256px'}, "slow");
console.log(2);
$(".test").animate({left: '+=256px'}, "slow");
console.log(3);
```

- Does it run as expected? Why?
- As we said before, jQuery creates an "internal" queue, but continues to run the rest of the code without waiting for the animations to finish.



# 6.- Stopping animations

- **stop(stopAll, goToEnd)** – Stops the currently running animation for the selected elements.
  - stopAll: boolean to specify whether or not to stop the queued animations as well (optional, default is false)
  - goToEnd: boolean to specify whether or not to complete all animations immediately (optional, default is false)

```
var div = $("div");
div.animate({height: '300px'}, 'fast');
div.animate({width: '300px'}, 'fast');
div.animate({height: '100px'}, 'fast');
div.animate({width: '100px'}, 'fast');
```

```
div.stop(true);
```

Stop all queued animations

```
div.stop(true, true);
```

Stop but complete all animations  
immediately



# 7.- Chaining animations

- We have learned to write jQuery statements one after the other.
- However, the Chaining technique allows us to run multiple jQuery commands, one after the other, on the same element(s).
- To do that, we simply append one action to the previous action.

```
$("#div1").css("background-color", "green").fadeOut(3000).fadeIn(3000).animate({width: "300px"}).animate({opacity: 0.5});
```

The background goes green, fades out then fades in, grows in width and turns transparent

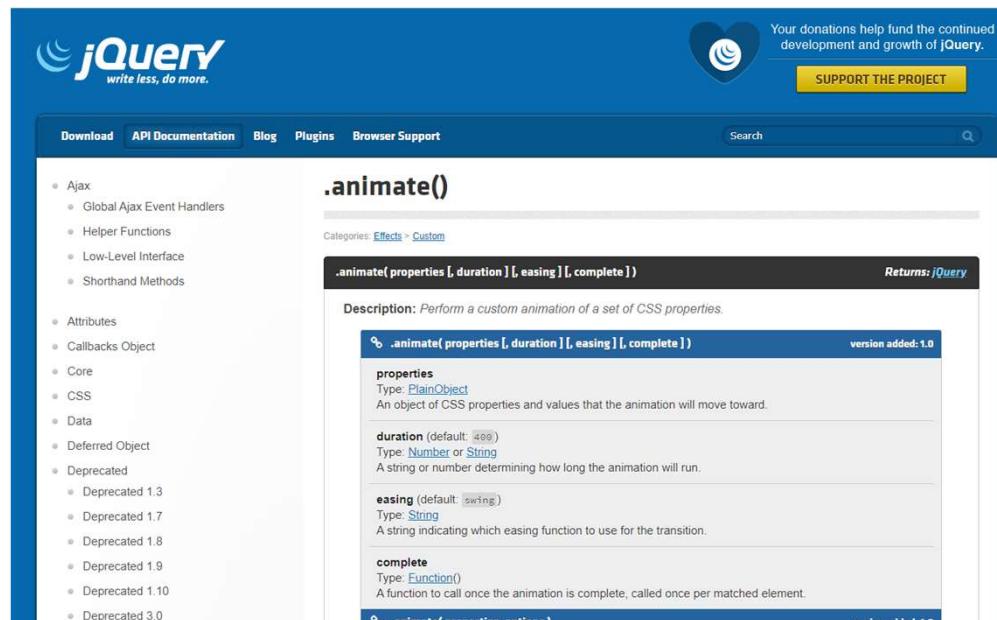
```
$("#div1").css("background-color", "green")  
  .fadeOut(3000)  
  .fadeIn(3000)  
  .animate({width: "300px"})  
  .animate({opacity: 0.5});
```

We can bend the syntax and  
write each statement in a new  
line for a better reading



# 8.- Start creating your own animations

<http://api.jquery.com/animate/>



The screenshot shows the jQuery API Documentation page for the `.animate()` method. The page has a dark blue header with the jQuery logo and navigation links for Download, API Documentation, Blog, Plugins, and Browser Support. A search bar is at the top right. The main content area has a white background. The title is `.animate()`, and the description says: "Perform a custom animation of a set of CSS properties." Below the description is a code snippet: `$.animate( properties [, duration ] [, easing ] [, complete ] )`. The parameters are detailed as follows:

- properties**: Type: `PlainObject`. An object of CSS properties and values that the animation will move toward.
- duration** (default: 400): Type: `Number` or `String`. A string or number determining how long the animation will run.
- easing** (default: `swing`): Type: `String`. A string indicating which easing function to use for the transition.
- complete**: Type: `Function()`. A function to call once the animation is complete, called once per matched element.

At the bottom of the code snippet, it says "version added: 1.0".

